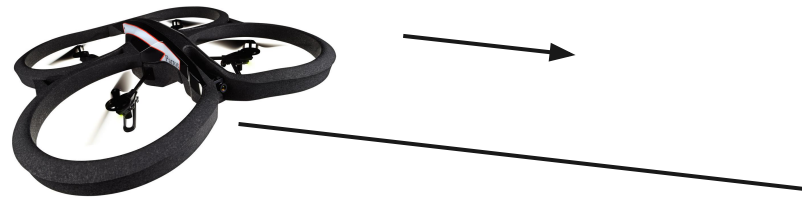


Avoiding Obstacles while Following a Line

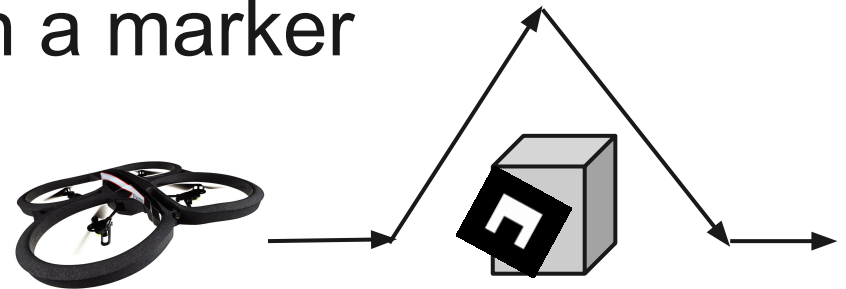
FangYi Zhi, Caner Hazirbas, Urs Borrmann

We achieved...

- Line Following



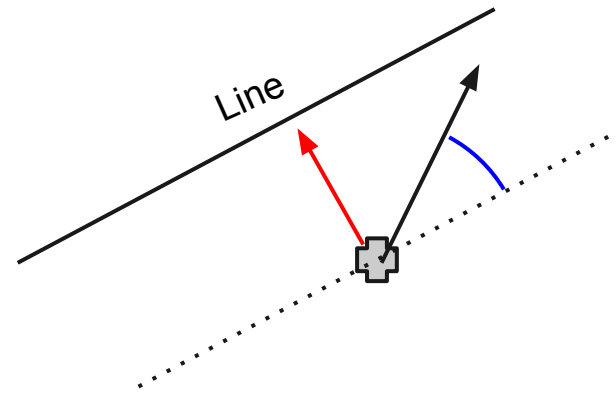
- Obstacle detection with a marker



- Avoiding an obstacle while following a line

Line Following

- Detect the line
- Project into 3D
- Calculate the **error in pitch direction**
- Calculate the **error in yaw direction**



Obstacle Avoidance

- Detect marker
- Calculate the distance to marker
- When obstacle too close
--> increase the height
- After passing: go back to standard height

How it worked together

